

Monster Jam® Presents...

MONSTER 4x4

MASTERS OF METAL



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

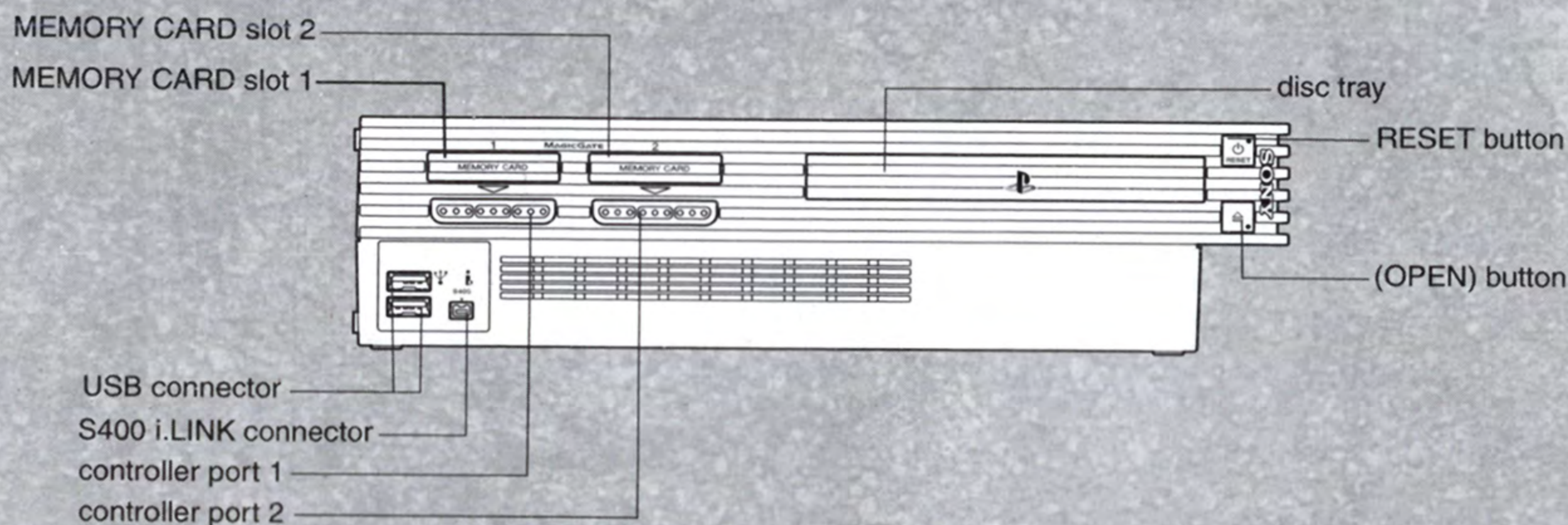
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED	2
NAVIGATING THE GAME MENUS	2
USING THE DUALSHOCK®2 ANALOG CONTROLLER	3
GAME MODES	4
• Training	4
• Race Event	4
• Champ Tour	4
THE STORE	5
POWER-UPS AND SPECIAL ITEMS	5
STUNTS, SPECIAL MOVEMENTS, AND ADVICE	6
KNOW YOUR OPPONENTS	8
IN-GAME MENU AND CAMERA	9
OTHER MAIN MENU SCREENS	10
• Showcase	10
• Loading and Saving a Game	10
OPTIONS	11
• Controls	11
• Sound	11
• Difficulty	12
• Video	12
MONSTER TRUCKS	12
TECHNICAL SUPPORT	16
WARRANTY	inside back cover

GETTING STARTED



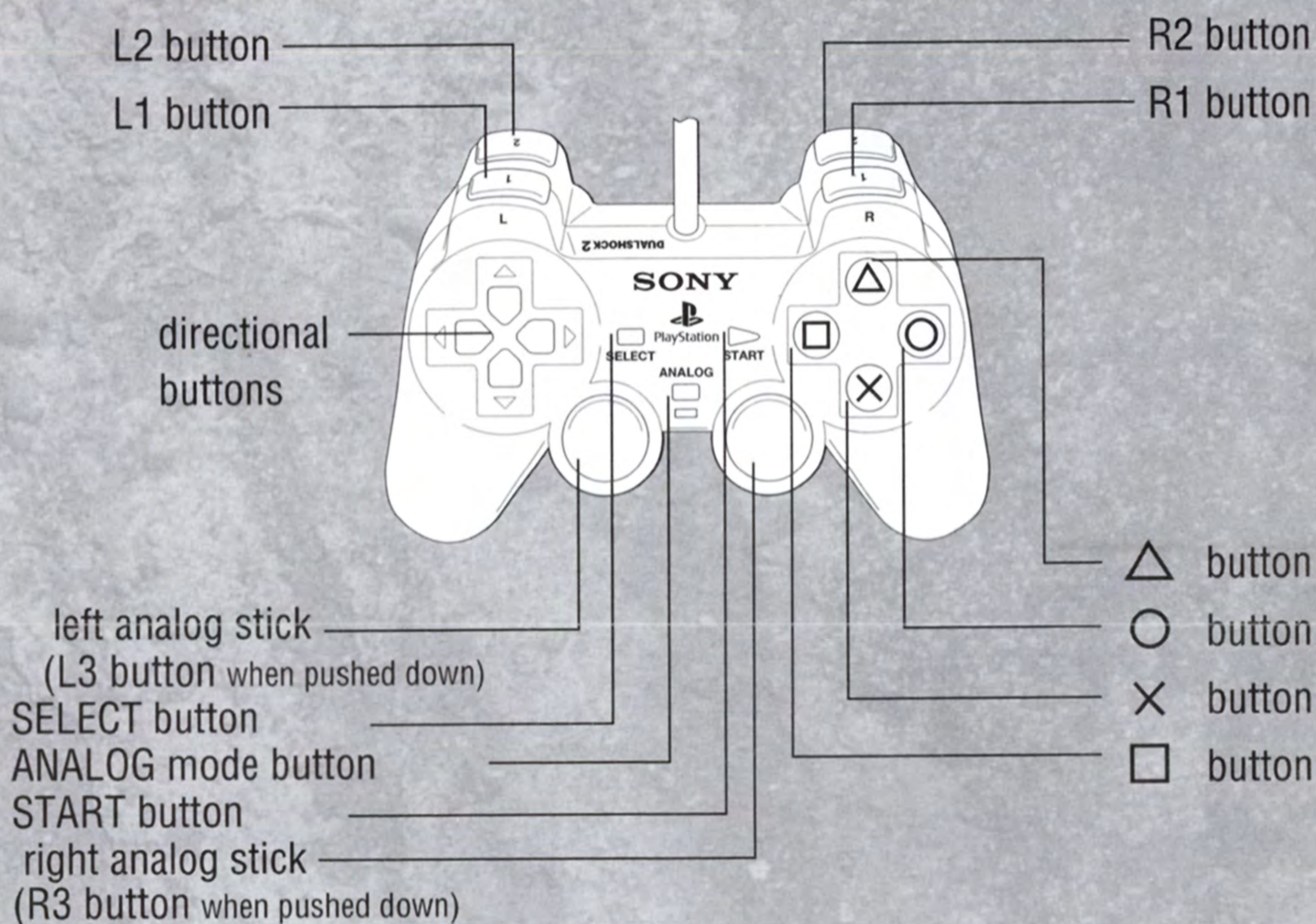
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Monster 4x4: Masters of Metal disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

NAVIGATING THE GAME MENUS

Use the directional buttons to navigate the menus of Monster 4x4: Masters of Metal. To confirm your choice, press the  button. To go back, press the  button. Press the  button to return quickly to the Main Menu.

USING THE DUALSHOCK®2 ANALOG CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Left/right directional buttons: Move left or right

Up directional button: Shift weight to front

Down directional button: Shift weight to back

Left analog stick: Move left or right; shift weight to front or back

Right analog stick: Camera

START button: Pause

L1 button: Shield Power-up

L2 button: Wheels Power-up

L3 button: Horn

R1 button: Nitro Power-up

R2 button: Shocks Power-up

R3 button: Respawn

△ button: Rear view

○ button: Turbo (accelerate + turbo)

× button: Accelerate

□ button: Brake/Backwards

GAME MODES



TRAINING

As you start to discover circuits or trials in Champ Tour mode, you'll be able to replay them as many times as you wish by entering this mode, where there are no AI opponents (CPU). Use this mode to improve your record, to race against your own Ghost, to find shortcuts, to compete against a friend face to face, or to look for those last hidden stars you still have to find.



RACE EVENT

This mode will be very useful to you for training with AI opponents, obtaining those cups that you are missing, or learning the best way to get some of the money handed out on the circuit. You can choose among:

- **Off-Road Race**

- Choose one or two players.
- Choose the number of CPU opponents you want (zero to five).
- Choose the Monster Truck® you prefer.

- **Stadiums:** *A simple three-round tournament with eight opponents.*

- Choose up to eight human players.
- Choose the Monster Truck you prefer.

- **Race Against a Friend**

- Choose zero opponents.

The money in this mode is only symbolic and can't be kept once the race is over.



CHAMP TOUR

Here, in the main game mode, your name is Rookie, and it seems that your dream is finally about to come true. You've managed to get enough money together to buy your own Monster Truck and take part in the

highly prestigious Monster Trucks Championship held throughout America. Your aim here will be to win the final victory, competing in tournaments in stadiums throughout the country and accumulating points.

In each stadium, there are three eliminating rounds; you'll see that each stadium has an increasingly higher admission price. Unfortunately, the money you have at the beginning will not be enough to complete the championship, so you'll have to find a way to collect as much extra money as you can. For example, if you show off your skills during the Off-Road races, Douglas the millionaire can help you earn a lot of money. If you do Exhibitions for Zack Cameron, you'll pick up a nice bit of extra money.

A bit of advice: If you run out of money halfway through the championship, this mode will end.

THE STORE

Every time you enter an Off-Road race, you can choose to compete with one of the Monster Trucks in the private collection belonging to Douglas the millionaire. In the store, you can buy Power-ups and Special Items and modify each Monster Truck to suit your taste.

At the start of the mode or each time you change Monster Trucks, you'll have to divide up four empty tanks between the Monster Truck's four abilities (Nitro, Shield, Wheels, and Shock).

Once you're in the store, you can fill up these tanks with new or second-hand Power-ups. The new ones are 100% reliable, but no one is sure about the secondhand ones. However, they'll be much cheaper for you if you're stuck for money. You can also buy as many as three extra tanks.

Note: *These arrangements are only applicable in clandestine (Off-Road) races. During the Official races in Stadiums and Exhibition Trials, you must ride the Monster Truck you bought at the start of the game without extras.*

POWER-UPS AND SPECIAL ITEMS



Shock: This allows you to jump at any moment. The longer you keep the button pressed, the greater the jump. Use it to jump over all those obstacles you don't have time to avoid (fences, vehicles, rocks, rivers, areas with potholes, etc.).



Shield: With the help of Shield, you can go through any breakable object without losing control. It's also very useful for getting rid of your opponents or protecting yourself against their attacks.



Wheels: They give you a perfect grip on slippery surfaces. You can also use them for going through stretches of water without your Monster Truck being slowed down.



Nitro: This will give you a notable increase in speed. Use it out in the open, preferably on flat areas.



Extra Tank: If you buy an extra tank of the Power-up you want, you will be able to use it one more time.



Radar: Radar lets you know the position of the next checkpoint and also where your opponents are in Off-Road races (you must buy one Radar for each Off-Road race).



Star Sensor: This sensor emits a sonar sound when you are near a hidden star. The closer you are to a star, the greater its frequency (you'll have to buy one sensor for each Monster Truck). Gather up the 50 stars that correspond to the 50 states in the U.S.A.

Note: You can combine two or more Power-ups and use them at the same time. To do this, push their corresponding assigned buttons at the same time. The Power-ups are only available in Off-Road races.

STUNTS, SPECIAL MOVEMENTS, AND ADVICE

In order to excel in an Exhibition, you'll have to learn to perform the following stunts:



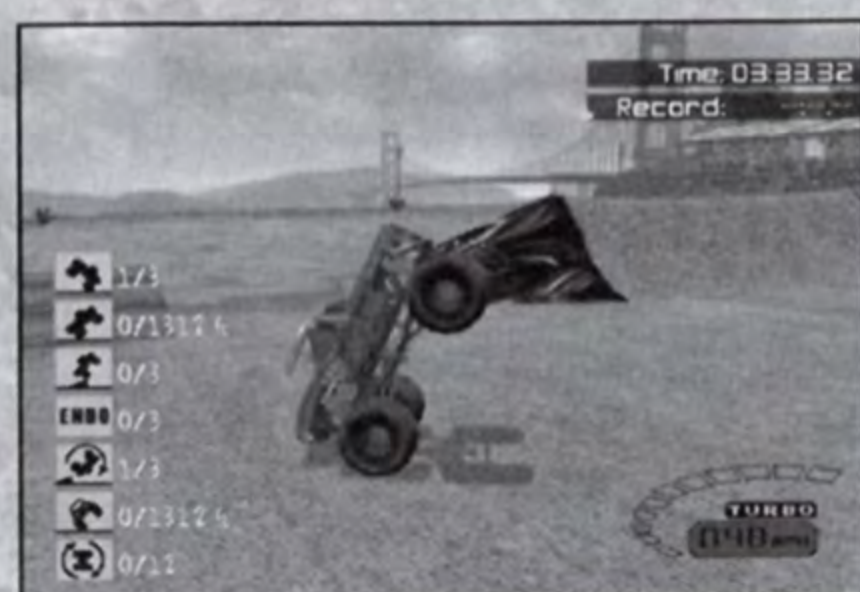
Donut: Get the Monster Truck to turn 360° on itself. Turn in one direction and accelerate to the maximum. When you see that the back of the vehicle is starting to skid, activate the turbo at fairly rapid intervals; release and apply the accelerator at the same time as the turbo. If it's helpful to you, use the brake followed by the turbo, but remember that you must always turn in one direction.



Wheelie: In this case, the Monster Truck rises up on its back wheels like a runaway horse. In order to do this maneuver, press the down directional button and accelerate (if you use the turbo, it will rise up more quickly). You can race in this position if you slacken the downward steering a little and play with the accelerator.



Flying Wheelie: Jump a certain distance using a ramp and starting from the Wheelie position. But make sure that at the moment of the jump, the front wheels are not touching anything and that the jump has a minimum distance, in order for the jump to count.



Stoppie: Balance the Monster Truck on its front wheels at a certain angle. You have to use the brake fully and also tilt the weight of the Monster Truck forward by pushing up on the directional buttons. But be careful: If you don't get it exactly right, you can end up overturning. You must remain balanced in the position for one second for the stunt to count.



Lateral Equilibrium: Balance the Monster Truck on two side wheels. You'll most likely need a low ramp to do this stunt, but if you're very skillful, you can do it on the terrain by skidding the truck around 90°. Once you've achieved lateral equilibrium, maintain it by accelerating gently. If you see that you're going to overturn, release the accelerator and press it again when you regain the angle.



Endo: Make the Monster Truck lose control. One way to do it is to overturn the Monster Truck and keep turning over and over.



Somersault: Perform a complete somersault in the air. First find a large ramp, and before making the jump, raise the wheels with the turbo pressed down. Once you're in the air, keep pressing the turbo down, and you'll see how the Monster Truck starts to turn. You must land back on the ground in an upright position for the stunt to count.

During Off-Road or Stadium races, practice the following movements. They'll undoubtedly help you to gain precious time.

- **Achieving a greater jumping distance:** Raise the front wheels just before you make a jump, as if you were trying to do a wheelie.
- **Controlling the truck in the air:** You can control the direction of the truck in the air simply by pressing the right or left directional buttons. This skill will be very useful because when you land on the ground again, you'll be facing the right way and ready to continue with the race. If you want to jump even further or land sooner, you can also incline the angle of the truck by pressing the up or down directional buttons.
- **Touching the checkpoints in Off-Road races:** The green arrow will indicate the direction of the checkpoint you're heading for, and the red arrow beneath it will indicate the next checkpoint after that. This way, you'll always know the best place to touch the current checkpoint so that you leave in the right direction for the next one. If you can manage to touch the checkpoints on their sides and not in the center, you'll gain seconds.
- **Doing a somersault:** If you perform one during the Off-Road races, you'll get bonus points. Note that somersaults are not counted in Training mode. Performing a somersault in either Race Event or Champ Tour mode will give you money, not points.
- **Using the turbo:** It's important to use the turbo properly, because if it overheats, it will stop working for a few seconds until it cools down.

KNOW YOUR OPPONENTS

The opponents only appear on the Off-Road circuits. Some were expelled from the Monster Trucks Official Championship; others are mercenaries or simply crazy drivers desperate to win a lot of money at any price.



Rookie: This is your character in the Champ Tour mode. If you come across him during the Race Event mode, it's best not to follow him too closely. He's a very unskilled driver and can annoy anyone, causing you to lose a lot of time.



Calamity: This very pretty policewoman loves taking risks, shortcuts, and dangerous routes. She is a difficult rival because her driving is fast and spectacular.



Mom: She's only interested in one thing: money! You have to be faster than she is because otherwise she'll leave you without a cent – and you can be sure she'll do whatever's necessary to win.



The Colonel: The fastest of them all. His ice-cold blood prevents him from making a single mistake. His driving borders on perfection, and he takes very few risks. Try to withstand his pressure because he won't let you escape.



Crazy Dog: He's got a temper and aggressiveness in his blood. He isn't a fast driver, but don't get too close to him or you'll pay dearly for your mistake. If you can't avoid him, a Shield Power-up will be of great help.



Schizo: Little is known about this very strange character because his behavior is as changeable as the London climate. Don't trust him – even he doesn't know what his next move will be.

IN-GAME MENU AND CAMERA

Press the START button on the DUALSHOCK®2 analog controller during an event to pause the game, restart, or abort. From here, you can also modify the sound, personalize the camera, and turn on/off options such as:

- **Dynamic Camera:** If you turn this option on, you'll see special camera effects during the game. If they bother you, don't forget to deactivate it.
- **Star Sensor:** If you enable this option, you can listen to a proximity sonar, which will help you find those stars you're missing (in Champ Tour mode, it will only be accessible if you buy your sensor in the Store).
- **Vibration:** Enable or disable the vibration on your controller.

During the race, you can zoom the camera in and out by moving the right analog stick up and down. If you pause the game by pressing the START button, you can also adjust the height of the camera and the angle of vision using the left analog stick. Pushing the left analog stick right or left adjusts the height, while moving it up or down affects the angle of vision.

Note: If you want to go back to the default settings, press the right analog stick or the R3 button twice quickly (this is only applicable in the In-Game menu).

OTHER MAIN MENU SCREENS

SHOWCASE

Don't forget to look at this screen from time to time to check on your progress and see the number of cups and stars you still need in order to complete the game. Use the Race Event mode to get the race cups you're lacking, but remember that you can only be awarded cups if you run the races in single-player mode and choose to compete against the maximum number of rivals possible.

It's easier to find the 50 stars from the flag if you use the Training mode, as you'll have no time limit.

LOADING AND SAVING A GAME



Loading a Game

You can load another game at any time, provided you have inserted a memory card (8MB) (for PlayStation®2) with a saved game in MEMORY CARD slot 1. To load a game, go to the Main Menu and choose Load/Save. The data will be loaded automatically, and a screen will appear with the games you have stored. Select the game you want to load.

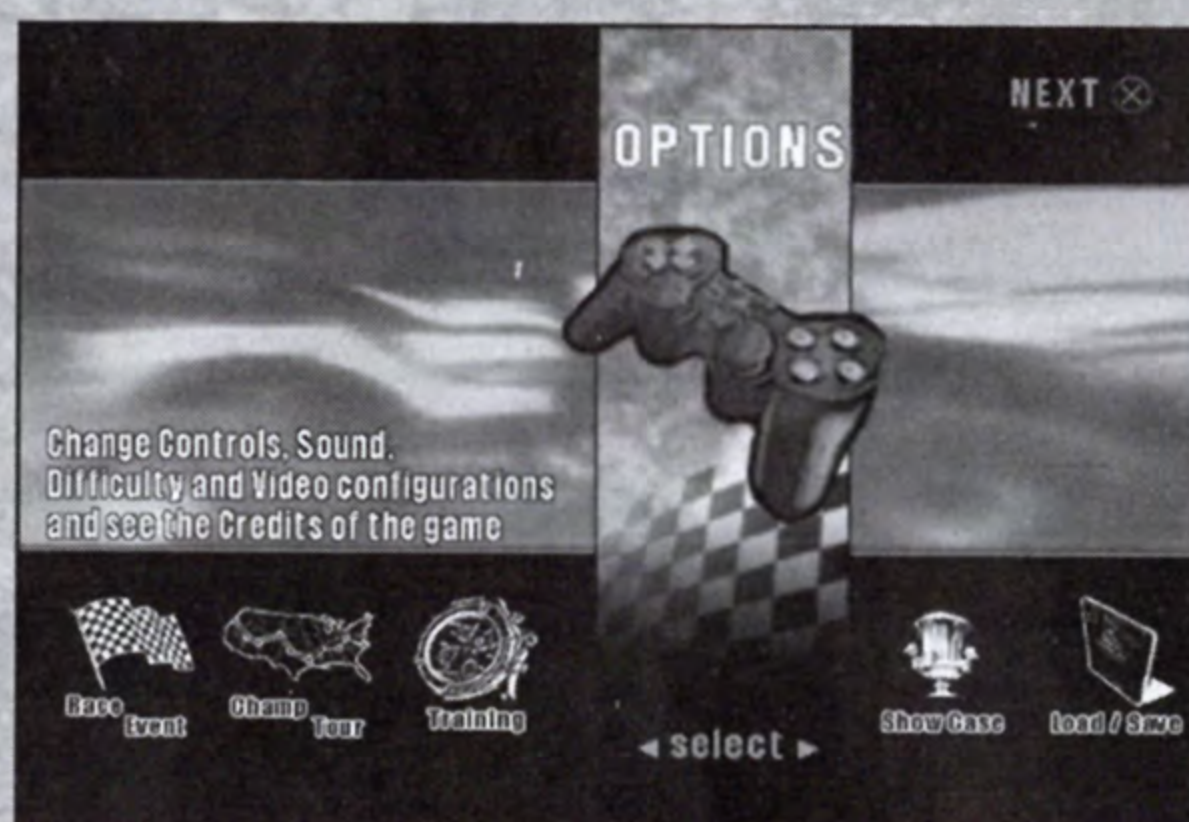
Saving a Game

Don't forget that you'll need a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1. Once you're sure that everything is correct, go to the game's Main Menu and choose Load/Save. A list will appear; use the up and down directional buttons on your DUALSHOCK®2 analog controller to choose either an empty space or one containing a saved game you want to overwrite. Now press the left or right directional buttons and select the Save option. If the space was empty, you'll be asked to choose a name for the game (to do so, use the up and down directional buttons to choose the letters). Once you have chosen the

name, press the **X** button to confirm, and the game will be saved automatically. Remember not to extract the memory card (8MB) (for PlayStation®2) during this process.

Note: Next to each saved game, you'll be able to see your progress in the game, given as a percentage, along with the hour and date on which that game was created.

OPTIONS



CONTROLS

On this screen you can configure the buttons on the DUALSHOCK®2 analog controller to your liking and activate or deactivate the vibration.

SOUND

Select Sound and confirm with the **X** button to access this menu. Here you can adjust the volume of the sound effects, voices, and music and select the kind of sound output you want. You also have the option of choosing your favorite music during the game. Press the **□** button to access the special Music menu, where you can choose the songs you want to hear during the game.

Note: *Monster 4x4: Masters of Metal* supports Dolby® Surround Pro Logic II interactive encoding. When connected with any standard stereo audio cable to a Pro Logic II decoder, game users can experience interactive five-channel cinematic surround sound. You may choose this Stereo option in the Sound Options menu if you are connecting the PlayStation 2 console to a Dolby Pro Logic II-compatible system. It's best to turn on your system's Cinema mode. Dolby Pro Logic II-encoded audio is also compatible with traditional Dolby Pro Logic and Stereo decoders and stereo playback.

DIFFICULTY

This game has three levels of difficulty: Easy (for the less daring), Normal (the default level), and Extreme (for those who still haven't had enough).

The records scored in the Exhibition trials will depend on the degree of difficulty, and a record will be kept for each level. This doesn't happen in the Off-Road or Stadium races as the records are added.

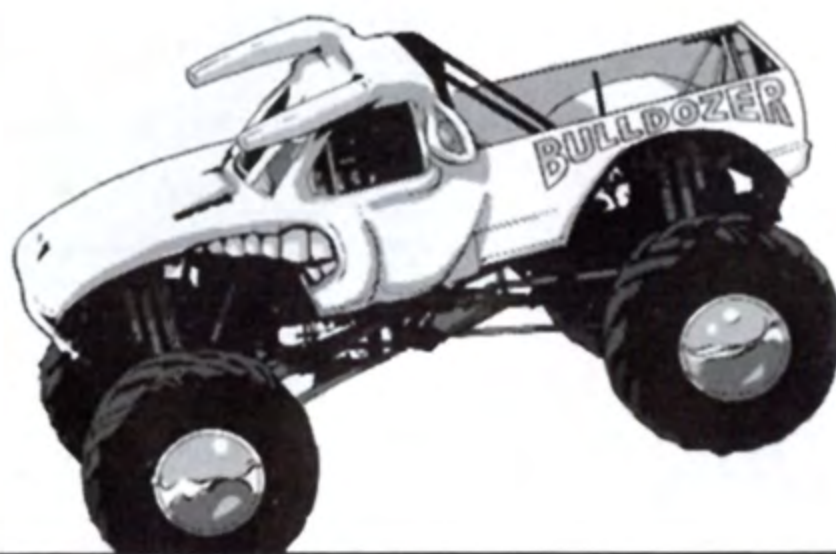
VIDEO

Select Video and confirm with the  button to access this menu. If you choose the Center Screen option, you can adjust the position of the image on-screen with the left analog stick. You can also choose the type of screen you want (16/9 or 4/3) with the Aspect Ratio option.

MONSTER TRUCKS



Name: **American Guardian**
Engine: **520 Keith-Black**
Transmission: **Chevy Turbo 400**
Make/Model: **2002 Silverado**



Name : **Bulldozer**
Engine: **572 Roadeck**
Transmission: **2-Speed Power Glide**
Make/Model: **Custom Bull**



Name: **El Toro Loco**
Engine: **540 CI Merlin Midget**
Transmission: **2-Speed Power Glide**
Make/Model: **Custom Bull**



Name: **Airborne Ranger**
Engine: **510 CI**
Transmission: **Turbo 400**
Make/Model: **2001 GMC**



Name: **Power Forward**
 Engine: **540 Merlin Midget**
 Transmission: **COAN 2-Speed**
 Make/Model: **Ford F-150**



Name: **Inferno**
 Engine: **540 Merlin Midget**
 Transmission: **TH 400 COAN**
 Make/Model: **1998 Chevy Astro Van**



Name: **Mountaineer**
 Engine: **514 1200 hp**
 Transmission: **COAN 2-Speed**
 Make/Model: **1999 Ford F-250**



Name: **Iron Warrior**
 Engine: **5540 CI BB Ford**
 Transmission: **C-6**
 Make/Model: **2001 Ford Ranger**



Name: **Gunslinger**
 Engine: **SV0 557**
 Transmission: **COAN 2-Speed Superglide**
 Make/Model: **1999 Ford F-150**



Name: **Wild Hair**
 Engine: **496 CI Lloyd Fischer**
 Transmission: **400 Turbo**
 Make/Model : **2002 Chevy Silverado**



Name: **Avenger**
 Engine: **575 CI Big Block Chevy**
 Transmission: **Chevy Turbo 400**
 Make/Model: **1957 Chevy Bel-Air**



Name: **Grave Digger**
 Engine: **540 CI Merlin Midget**
 Transmission: **COAN 2-Speed**
 Make/Model: **1950 Chevy**



Name: **Sudden Impact**
 Engine: **572 SV0**
 Transmission: **C-6**
 Make/Model: **2000 Ford Super Duty**



Name: **Eradicator**
 Engine: **428 Cobra Jet/Blown**
 Transmission: **COAN 2-Speed**
 Make/Model: **2002 Dodge Durango SUV**



Name: **King Krunch**
 Engine: **540 CI**
 Transmission: **400 T**
 Make/Model: **2001 Chevy**



Name: **Reptoid**
 Engine: **540 Chevy**
 Transmission: **COAN 2-Speed**
 Make/Model: **Custom Reptile**



Name: **Prowler**
 Engine: **557 CI, All Aluminum, 1600 hp**
 Transmission: **COAN 2-Speed**
 Make/Model: **Custom Tiger**



Name: **Predator**
 Engine: **557 CI, All Aluminum, 1600 hp**
 Transmission: **COAN 2-Speed**
 Make/Model: **Custom Panther**



Name: **Destroyer**
 Engine: **540 Blown and Injected**
 Transmission: **400 Turbo**
 Make/Model: **2002 Chevy S10**



Name: **Blue Thunder**
 Engine: **540 CI Merlin Midget**
 Transmission: **COAN 2-Speed**
 Make/Model: **2003 Ford Super Duty**



Name: **Maximum Destruction**
 Engine: **540 CI Chevrolet, Blown and Injected with Alcohol, 1500 hp**
 Transmission: **COAN 2-Speed**
 Make/Model: **2000 Futuristic SUV**



Name: **Virginia Giant**
 Engine: **572 Ford Shot Gun**
 Transmission: **C-6**
 Make/Model: **2003 Ford**



Name: **Madusa**
 Engine: **540 CI Chevrolet, Blown and Injected**
 Transmission: **COAN 2-Speed**
 Make/Model: **2000 Ford F-150**

PROOF OF PURCHASE



Open Dynamics Engine

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TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the **complete product title** or have it available if you are calling.

Contact Us Over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com/>.

Contact Us by Email

For fastest response via email, please visit our website at: <http://support.ubi.com/>.

From this site, you will be able to enter the Ubi Soft Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling 919-460-9778 (for our customers in Quebec, we provide French language support at 866-824-6515). Please note that this number is for technical assistance only. No hints or tips are given over the Technical Support line.

When calling our Technical Support line, please make sure that you have the **complete product title** on hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9am–9pm EST (French language support is available from 7am–4pm EST). While we do not charge for Technical Support, normal long distance charges apply. To avoid long distance charges, or to contact a Support Representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubi Soft Technical Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubi Soft Entertainment before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a Support Representative.

WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is," without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubi Soft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubi Soft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubi Soft Support
3200 Gateway Centre Blvd.
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Morrisville, NC 27560

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